

MINOR IN COMPUTER SCIENCE

Many university students wish to acquire sufficient background in computer science to enable them to use computers effectively in their major areas or to provide an alternative source of income after graduation, but do not want to study computer science at the depth required for the B.S. degree. For such students, a minor consisting of the most central courses in the B.S. program, and some electives, is ideal.

Program Learning Outcomes

1. Students will be able to design, develop, document, and test software using current techniques.
2. Students will be able to solve problems working in group settings. This translates to the following outcomes.
3. Students will demonstrate the ability to give presentations and write technical reports.

Computer Science Minor – 22 units

A minimum of 6 upper-division units are required to complete the minor.

All coursework used to satisfy the requirements of the minor must be completed with a minimum grade point average of 2.0.

Students are advised that CR/NC grades are not acceptable in courses to be counted for the Computer Science Minor.

Requirements (16 units)

Code	Title	Units
CSC 101	Introduction to Computing	3
CSC 215	Intermediate Computer Programming	4
CSC 220	Data Structures	3
CSC 317	Introduction to Web Software Development	3
CSC 413	Software Development	3

Electives (6 units)

Upper-division computer-related electives by approval of the minor advisor.